

AMENDMENT TO THE CLAIMS

Please amend the claims as follows. This listing will replace all prior versions and listings of claims in the Application. Claims 1-60 have been cancelled. Claims 61-97 have been added.

CLAIMS

1-60. Cancelled.

61. A system for graphically representing a selected mood-state of a user over time, the selected mood state being a blend of four primary moods “Fear”, “Anger”, “Sad”, and “Happy”, the system comprising:

a graphical representation means capable of manipulation by the user to allow the user to graphically represent each of the four primary moods and also form a graphical representation of a proportion that each of the four primary moods contributes to the selected mood state;

a storage means for storing the graphical representation and other graphical representations formed at other times that each of the four primary moods contributes to the selected mood state; and

a display means to display the graphical representation that each of the four primary moods contributes to the selected mood state and allow comparison of that graphical representation with the other graphical representations.

62. The system for graphically representing a selected mood-state of a user of claim 61, wherein the graphical representation means allows the user to use color or dimension to form the graphical representation of the proportion that each of the four primary moods contributes to the selected mood state.

63. The system for graphically representing a selected mood state of a user of claim 61, wherein the system includes an electronic device comprising one of a desktop computer, a laptop computer, a notebook type computer, a personal organizer, a handheld game device, and a cellular telephone.

64. The system for graphically representing a selected mood state of a user of claim 63, wherein the electronic device has a microprocessor, a visual display, an input device, and a data storage device.

65. The system for graphically representing a selected mood state of a user of claim 64, wherein the electronic device operates in accordance with instructions stored on an electronic medium to display a selection menu that allows the user to assign a different color to each of the four primary moods.

66. The system for graphically representing a selected mood state of a user of claim 65, wherein the visual display displays a graphical input screen that allows the user to graphically represent the proportion that each of the four primary moods contributes to the selected mood state.

67. The system for graphically representing a selected mood state of a user of claim 66, wherein the graphical input screen comprises a shape having a pre-defined area that is able to be colored in with the colors assigned to each of the four primary moods by the user in proportion that each of the four primary moods contributes to the selected mood state.

68. The system for graphically representing a selected mood state of a user of claim 67, wherein the user selects a first primary mood and then the user is asked to color in a portion of the pre-defined area that is representative of how much the first primary mood contributes to the selected mood state, the process being repeated for each of the four primary moods.

69. The system for graphically representing a selected mood state of a user of claim 66, wherein the graphical input screen comprises a depiction of a plurality of colored rings of different dimensions, the plurality of colored rings being selectable with the input device such that a predominant primary mood associated with a subject related to the selected mood state may be selected, and then subsequent primary moods selected via the input device are sized smaller in diameter than, and inwardly positioned with respect to, the one of the plurality of colored rings representing the predominant primary mood.

70. The system for graphically representing a selected mood state of a user of claim 64, wherein the electronic device analyses the graphical representation of the selected mood state of the user and develops statistical analyses thereof.

71. The system for graphically representing a selected mood state of a user of claim 70, wherein the electronic device allocates a percentage score to each of the four primary moods based on the graphical representation of the selected mood state of the user, and generates and displays a FASH (Fear/Anger/Sad/Happy) index associated with the percentage scores allocated.

72. The system for graphically representing a selected mood state of a user of claim 71, wherein the FASH index is used to form a second graphical representation of the selected mood state of the user.

73. A computer-implemented method of graphically representing a mood state associated with a user-selected subject, the method comprising:

displaying a plurality of subjects on a display;

accepting a user-selected subject from among the plurality of subjects displayed on the display, the user-selected subject being selected by a user via an input device;

displaying a graphical input screen on the display, the graphical input screen including a shape having a pre-defined area and configured to accept input from the user via the input device to define a mood state associated with the user-selected subject, the mood state comprising a blend of four primary moods;

accepting a user-identified portion of the pre-defined area for each of the four primary moods, each user-identified portion of the pre-defined area being entered by the user using the input device and is representative of a proportion of a corresponding one of the four primary moods that the user identifies as contributing to the mood state associated with the user-selected subject; and

displaying the shape having the pre-defined area on the display adjusted to depict the user-identified portions of the pre-defined area for each of the four primary moods within the shape on the display as a graphical depiction of the mood state as a blend of the four primary moods in the user-identified portions that each of the four primary moods respectively contributes to the mood state associated with the user-selected subject, as identified by the user.

74. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, wherein the shape having the pre-defined area comprises a pie chart, each slice of the pie chart graphically depicting one of the four primary moods and is sized in proportion to the user-identified portion corresponding to the one of the four primary moods that the slice of the pie chart graphically depicts.

75. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, wherein the shape having the pre-defined area comprises a set of concentric rings, each concentric ring graphically depicting one of the four primary moods and is sized in proportion to the user-identified portion corresponding to the one of the four primary moods that the concentric ring graphically depicts.

76. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 75, the method further comprising accepting a user-selected dimension for one or more concentric rings.

77. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, wherein the four primary moods comprise (1) fear, (2) anger, (3) sad, and (4) happy.

78. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, wherein the four primary moods comprise (1) caution, (2) assertion or courage, (3) reflection, and (4) delight.

79. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, the method further comprising:

accepting a user-identified dedicated color for each of the four primary moods that is entered by the user; and

displaying each user-identified portion of the shape colored in with the user-identified dedicated color for each of the four primary moods.

80. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, the method further comprising plotting values on a Cartesian plane, with each axis of the Cartesian plane being representative of a dedicated one of the four primary moods.

81. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 73, the method further comprising:

presenting a set of colored rings of varying diameters on the display; and

accepting user selection of a ring color representative of one of the four primary moods and of a ring size of a particular diameter representative of the proportion that the one of the four primary moods contributes to the mood state associated with the user-selected subject.

82. A computer-implemented method of graphically representing a mood state of the user associated with a user-selected subject, the method comprising:

displaying a plurality of subjects on a display screen;

accepting a user-selected subject from among the plurality of subjects displayed on the display screen, the user-selected subject being selected by a user;

for the user-selected subject, accepting a user-adjustable setting for each of four primary moods that together represent a mood state of the user associated with the user-selected subject, each user-adjustable setting representing a user-identified proportion that a corresponding one of the four primary moods individually contributes to the mood state of the user associated with the user-selected subject, as identified by the user;

adjusting, via a processor, a graphical representation that represents the mood state of the user associated with the user-selected subject as a blend of the four primary moods to reflect the user-identified proportion for each of the four primary moods; and

displaying on the display screen the adjusted graphical representation of the mood state of the user associated with the user-selected subject such that the user-identified proportions that each of the four primary moods individually contributes to the mood state of the user associated with the user-selected subject is graphically depicted.

83. The computer-implemented method of graphically representing a mood state of a user associated with a user-selected subject of claim 82, wherein the processor:

analyzes the adjusted graphical representation of the mood state of the user associated with the user-selected subject displayed on the display screen;

provides a statistical analysis thereof by allocating a score to each of the four primary moods based on the adjusted graphical representation that reflects the user-identified proportion for each of the four primary moods; and

displays the scores allocated to each of the four primary moods based on the adjusted graphical representation along with the adjusted graphical representation on the display screen.

84. The computer-implemented method of graphically representing a mood state of a user associated with a user-selected subject of claim 83, the method further comprising using the scores allocated to generate a second graphical representation of the mood state of the user associated with the user-selected subject, the second graphical representation comprising a mood balance tower having a first balanced arm and a second balanced arm, the first balanced arm representing a first set of two primary moods and the second balanced arm representing a second set of two primary moods that is different from the first set of two primary moods, a length of each balanced arm being based on the scores allocated to the two primary moods being represented by each balanced arm, respectively.

85. The computer-implemented method of graphically representing a mood state of a user associated with a user-selected subject of claim 83, the method further comprising generating a second graphical representation of the mood state of the user associated with the user-selected subject, the second graphical representation comprising a mood balance tower having a first balanced arm and a second balanced arm, the first balanced arm representing primary moods of fear and anger, and the second balance arm representing primary moods of sad and happy.

86. The computer-implemented method of graphically representing a mood state of a user associated with a user-selected subject of claim 85, wherein a first side of the first balanced arm represents the primary mood of fear and a second side of the first balanced arm represents the primary mood of anger, and when the score allocated to the primary mood of fear is greater than or less than the score allocated to the primary mood of anger, the first balanced arm is depicted on the display screen as being unbalanced, with a degree of unbalance depicted on the display screen being dependent on a difference between the scores allocated to the primary moods of fear and anger, respectively.

87. The computer-implemented method of graphically representing a mood state of a user associated with a user-selected subject of claim 86, wherein a first side of the second balanced arm represents the primary mood of sad and a second side of the second balanced arm represents the primary mood of happy, and when the score allocated to the primary mood of sad is greater than or less than the score allocated to the primary mood of happy, the second balanced arm is depicted on the display screen as being unbalanced, with a degree of unbalance depicted on the display screen being dependent on a difference between the scores allocated to the primary moods of sad and happy, respectively.

88. A computer-implemented method of graphically representing a mood state associated with a user-selected subject, the method comprising:

displaying a plurality of subjects within a menu on a display;

accepting a user-selected subject from among the plurality of subjects displayed in the menu, the user-selected subject being selected by a user via an input device;

displaying a graphical input screen on the display that allows the user to graphically represent a mood state associated with the user-selected subject, the mood state comprising a blend of four primary moods;

accepting a user-identified proportion for each of the four primary moods that is entered by the user via the graphical input screen, each user-identified proportion representing a proportion, identified by the user, that a corresponding one of the four primary moods contributes to the mood state associated with the user-selected subject; and

displaying a graphical depiction of the mood state associated with the user-selected subject as a blend of the four primary moods and that depicts the user-identified proportions for each of the four primary moods on the display such that the user-identified proportions that each of the four primary moods respectively contributes to the mood state associated with the user-selected subject, as identified by the user, is graphically depicted.

89. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 88, wherein a processor:

analyzes the graphical depiction of the mood state associated with the user-selected subject that depicts the user-identified proportions for each of the four primary moods;

allocates a score to each of the four primary moods based on the analysis of the graphical depiction of the mood state associated with the user-selected subject; and

displays the score allocated for each of the four primary moods on the display along with the graphical depiction of the mood state associated with the user-selected subject.

90. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 89, the method further comprising:

establishing a baseline primary mood mix goal comprising a pre-determined ratio of scores for each of the four primary moods with respect to each other;

generating an index of the scores allocated to each of the four primary moods; and

displaying the index of the scores allocated to each of the four primary moods on the display.

91. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 90, wherein the four primary moods comprise (1) fear, (2) anger, (3) sad, and (4) happy, and the baseline primary mood mix goal is a ratio of 1:2:3:4 of the scores of the four primary moods of fear, anger, sad, and happy, respectively.

92. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 89, wherein the four primary moods comprise (1) fear, (2) anger, (3) sad, and (4) happy.

93. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 92, the method further comprising using the scores allocated to each of the four primary moods to generate a second graphical representation of the mood state associated with the user-selected subject, the second graphical representation comprising a mood balance tower having a first balanced arm and a second balanced arm, the first balanced arm being displayed on the display above or below the second balanced arm, and the first balanced arm representing a first set of two primary moods that is different than a second set of two primary moods represented by the second balanced arm.

94. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 93, the first balanced arm representing the primary mood of fear on one side of the first balanced arm and the primary mood of anger on an opposite side of the first balanced arm, the second balanced arm representing the primary mood of sad on one side of the second balanced arm and the primary mood of happy on an opposite side of the second balanced arm, each side of the first and second balanced arms being displayed in proportion to the score corresponding to the primary mood that each side respectively represents.

95. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 88, wherein the four primary moods comprise (1) caution, (2) assertion or courage, (3) reflection, and (4) delight.

96. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 88, wherein the graphical depiction of the mood state associated with the user-selected subject comprises a pie chart, each slice of the pie chart depicting one of the four primary moods and is sized in proportion to the user-identified proportion corresponding to the one of the four primary moods that the slice depicts.

97. The computer-implemented method of graphically representing a mood state associated with a user-selected subject of claim 88, wherein the graphical depiction of the mood state associated with the user-selected subject comprises a set of concentric rings, each concentric ring depicting one of the four primary moods and is sized in proportion to the user-identified proportion corresponding to the one of the four primary moods that the concentric ring depicts.